



CARD MASTER

Running forward with his cloak billowing behind him, a human draws three cards from his deck: one green, one red and one orange. Finally within range, he throws the cards forward. Each card strikes a different target, embedding into their flesh like razor blades. An orc becomes wreathed in flame, another is covered in acid, and the last one collapses and lets out screams of agonizing pain.

Pulling out an intricately crafted card embedded with gold, a dwarf lifts his hand into the air. He speaks a single word, and the card glows a blindly bright gold. All around him, meteors fall from the sky, exploding into great balls of flame and light.

Card Masters are the followers of an ancient magical art, defined by the cards that they place in their deck. Utilizing the power stored within their collection, Card Masters can create fiery explosions, arcane illusions, arcing lightning, and all sorts of spectacular effects. Card Masters piece together collections of cards, which serve as their way of casting spells.

THE CARD MASTER

Level	Proficiency Bonus	Features	Cantrips Known	Hand Size	Deck Size	Card Level
1st	+2	Card Magic, Favorable Odds	3	2	6	1st
2nd	+2	Path of Mastery	3	2	6	1st
3rd	+2	Critical Boon	3	2	8	2nd
4th	+2	Ability Score Improvement	4	2	8	2nd
5th	+3	—	4	3	10	3rd
6th	+3	Path of Mastery feature	4	3	10	3rd
7th	+3	—	4	3	12	4th
8th	+3	Ability Score Improvement	4	3	12	4th
9th	+4	—	4	4	12	5th
10th	+4	Path of Mastery feature	5	4	12	5th
11th	+4	Legendary Card (6th level)	5	4	12	5th
12th	+4	Ability Score Improvement	5	4	12	5th
13th	+5	Legendary Card (7th level)	5	5	12	5th
14th	+5	Path of Mastery feature	5	5	12	5th
15th	+5	Legendary Card (8th level)	5	5	12	5th
16th	+5	Ability Score Improvement	5	5	12	5th
17th	+6	Legendary Card (9th level)	5	6	12	5th
18th	+6	—	5	6	12	5th
19th	+6	Ability Score Improvement	5	6	12	5th
20th	+6	Card Trick	5	6	12	5th

COLLECTORS OF THE ARCANE

A Card Master is defined by their collection of magical cards. As they travel and adventure throughout the world, a Card Master will either create or find cards to add to their collection. They can also trade with or copy from other Card Masters, eventually creating a vast collection of cards that they can choose to put into their deck.

Using Card Magic is much harder than it looks. While a creature unacquainted with card magic may think all that a Card Master needs to do is throw their magical cards and hope for the best, even beginning their path as a Card Master takes years of practice and countless hours of study.

CREATING A CARD MASTER

Creating a Card Master requires access to at least a small starting set of cards. How did your character find these cards? Did you have a master that you learned from? Did you find them in an ancient ruin, and then experimented with them until you figured out how to use them? Did you have a natural talent, or did it come slowly to your after years of practice?

What caused you to start adventuring? Are you on a quest to add to your collection? Have you taken on an apprentice whom you are teaching the art? Or perhaps you simply wish to put your newfound power to the test.

QUICK BUILD

You can make a Card Master quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Dexterity or Constitution. Second, choose the Charlatan background. Third, choose the *card throw*, *minor illusion*, and *light* cantrips, and add the following spell-cards to your collection: *burning hands*, *color spray*, *disguise self*, *false life*, *ray of sickness*, and *shield*.

CLASS FEATURES

As a card master, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per card master level.

Hit Points at 1st Level: 8 + your Constitution modifier.

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per card master level after 1st.

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: One gaming set of playing cards

Saving Throws: Intelligence, Charisma

Skills: Choose two skills from Acrobatics, Arcana, Deception, History, Intimidation, Investigation, and Sleight of Hand

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, a playing card set, and two daggers

CARD MAGIC

As an initiate into Card Magic, you have amassed a collection of spell-cards. Spell-cards each represent a spell found in the card master spell list, and are randomly drawn from your deck when needed. See chapter 10 of the PHB for the general rules of spellcasting, and see Appendix A for the card master spell list.

CANTRIPS

At 1st level, you know the *card throw* cantrip, which is detailed at the end of the class description, and two other cantrips of your choice from the card master spell list. You learn additional card master cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Card Master table.

CARD COLLECTION

At 1st level, you have a collection of six 1st-level Card Master spell-cards of your choice.

PREPARING A DECK AND DRAWING A HAND

The Card Master table shows the size of your deck of cards which you use to cast spells. The table also shows what the level of those cards is; all of your cards are of the same level.

You add unique spell-cards to your deck whenever you complete a long rest. To do so, choose a number of spell-cards in your collection equal to the size of your deck, shown in the Card Master table.

As an action, you can draw a hand of cards from your deck. Before you do so, you must assign each of the spell-cards in your deck a number. Then, you must roll the appropriate die based on your deck size, adding the spell-card that you rolled to your hand. Repeat this until you have added a number of spell-cards to your hand equal to your hand size, shown in the Card Master table.

For example, if you are a 5th-level Card Master, you first assign each of the ten cards in your deck a number, 1-10. Then, you roll a d10 three times, noting which cards are added to your hand. If you assigned the spell *burning hands* the value of 3 and then end up rolling 3 on your d10, then you add *burning hands* to your hand. If you roll the same number multiple times, then that allows you to cast that spell multiple times per draw.

In order to cast one of your spell-cards of 1st level or higher, you must have that card in your hand of cards. Once you cast a spell-card within your hand, that spell-card is discarded and may not be used again until you draw a new hand. You are able to draw a new hand when you finish a short or long rest.

ADDING CARDS OF 1ST LEVEL AND HIGHER

Each time you gain a Card Master level, you can add two card master spell-cards of your choice to your collection. Each of these spell-cards must be of a level no higher than what's shown in the table's Card Level column for your level. On your adventures, you might find other spells that you can add to your collection, using the same rules as a wizard's spellbook.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your card master spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a card master spell you cast and when making an attack roll with one.

Spell save DC = 8 + your Proficiency bonus + your Charisma modifier.

Spell attack modifier = your Proficiency bonus + your Charisma modifier

Your spells are always cast as if you had an arcane focus.

FAVORABLE ODDS

At 1st level, your proficiency in card magic has made you unnaturally lucky and precise. Your spell attacks score a critical hit on a roll of 19 or 20. Additionally, whenever a creature rolls a 1 on a save against one of your spells, the spell scores a critical hit on that creature.

PATH OF MASTERY

When you reach 2nd level, you choose a path of mastery, shaping your path through one of the two specializations: the Gambler and the Master of Luck, each detailed at the end of the class description.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

CRITICAL BOON

At 3rd level, your gifts in card magic allow you to gain an even greater advantage when things go well for you. Choose one of the following options.

SURGE OF ENERGY

Whenever you score a critical hit with one of your spells, you can move up to your speed as part of the same action.

ADVANTAGEOUS ATTACK

Whenever you score a critical hit with one of your spells, your first spell attack on your next turn has advantage on the attack roll and +1 to the damage roll.

SHIELDING ENERGY

Whenever you score a critical hit with one of your spells, you gain +3 AC until the start of your next turn.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

LEGENDARY CARD

At 11th level, you are given a Legendary Card. When you first acquire your Legendary Card, choose a 6th-level spell from the card master spell list, adding that spell to your Legendary Card. Your legendary card is separate from your other cards, and cannot be added to your deck.

You can cast a spell added to your Legendary Card once without needing to draw it. You must finish a long rest before you can do so again.

At higher levels, you gain more card master spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Legendary Card when you finish a long rest.

CARD TRICK

Starting at 20th level, when you roll for initiative and have no spell-cards in your hand, you can draw one spell-card.

PATHS OF MASTERY

The ideal of the Card Master has two main specializations: the Gambler and the Master of Luck.

THE GAMBLER

As a Gambler, you specialize in the art of risk-taking. You become skilled in calculating the risk versus the reward in every action you take, and you gain abilities that are both very risky and very powerful. Those who follow this specialization are often charismatic daredevils and entertainers that take pride in the flashy, high-risk plays that mark this path.

RECKLESS SPELL

Starting when you choose this path at 2nd level, you can choose to cast one of your card master spells recklessly. When you do so, a spell attack is made with advantage or the save of a save-based spell is made with disadvantage. However, whenever you use this ability you must succeed on a DC 12+spell level Charisma saving throw or take 1d6 force damage per spell level as the spell backfires.

LIFE'S GAMBIT

At 6th level, when you are reduced to 0 hit points but not killed outright, you can choose to drop to 1 hit point instead. However, if the creature that reduced you to 0 hit points is not killed before the end of your next turn, you are automatically reduced back to 0 hit points.

Once you use this feature, you can't use it again until you complete a short or long rest.

TIP THE SCALES

Starting at 10th level, whenever you make an attack roll, ability check, or a saving throw, you can choose to roll an additional 1d10 after seeing the result of your roll. If the number rolled on the d10 is even, then you add that number to your roll. If the number is odd, you instead subtract that number from the roll.

DEAL WITH DEATH

At 14th level, whenever another creature you can see makes an attack roll, you can use your reaction to roll 3d4 and apply the number rolled as a penalty to the creature's roll. However, if the attack hits, the number rolled is instead applied as a bonus to the attack's damage.

THE MASTER OF LUCK

As a Master of Luck, the odds seem to unnaturally swing in your favor. You gain a multitude of abilities and skills that cause life to just go your way, such as better card draws, more precise attacks, and uncanny escapes from danger. Those who follow this aspiration often become thieves and adventurers, allowing their luck alone to carry them through the day.

LUCKY ESCAPE

Starting when you choose this path at 2nd level, you gain the ability to effortlessly escape from your enemies due to luck alone. You can take a bonus action on each of your turns to take the Disengage action.

RE-DRAW

At 6th level, whenever you score a critical hit, you can choose to discard one of the cards in your hand. If you do so, you then immediately draw another card from your deck.

UNCANNY PRECISION

Starting at 10th level, Your spell attacks score a critical hit on a roll of 18-20. Additionally, whenever a creature rolls a 1 or 2 on a save against one of your spells, the spell scores a critical hit on that creature.

SCRY

Starting at 14th level, you can use your complete mastery of card magic to play a card directly from your deck, without having to roll to have it enter your hand. As an action on your turn, you may draw a card of your choice from your deck and then immediately cast it.

You can use this feature up to two times. You regain all expended uses when you finish a long rest.



APPENDIX A: SPELL LIST

This appendix contains the spell list of the Card master. Additionally, it contains a description of the Card Master's unique cantrip, *card throw*.

CARD MASTER

CANTRIPS (0 LEVEL)

Acid Splash
Blade Ward
Card Throw
Fire Bolt
Frostbite
Light
Mage Hand
Message
Minor Illusion
Poison Spray
Prestidigitation
Ray of Frost
Thunderclap

1ST LEVEL

Burning Hands
Charm Person
Chromatic Orb
Color Spray
Comprehend Languages
Detect Magic
Disguise Self
Earth Tremor
Expeditious Retreat
False Life
Feather Fall
Fog Cloud
Ice Knife
Identify
Ray of Sickness
Shield
Silent Image
Thunderwave
Witch Bolt

2ND LEVEL

Aganazzar's Scorchers
Blindness/Deafness
Blur
Cloud of Daggers
Crown of Madness
Darkness
Darkvision
Detect Thoughts
Earthbind
Enhance Ability
Gust of Wind
Hold Person

Invisibility
Levitate
Mirror Image
Misty Step
Phantasmal Force
Scorching Ray
See Invisibility
Shatter
Spider Climb
Suggestion

3RD LEVEL

Animate Dead
Blink
Clairvoyance
Counterspell
Dispel Magic
Erupting Earth
Fear
Fireball
Fly
Gaseous Form
Hypnotic Pattern
Lightning Bolt
Major Image
Melf's Minute Meteors
Protection from Energy
Sleet Storm
Stinking Cloud
Water Breathing
Water Walk

4TH LEVEL

Banishment
Blight
Confusion
Dominate Beast
Greater Invisibility
Ice Storm
Polymorph
Stoneskin
Vitriolic Sphere
Watery Sphere

5TH LEVEL

Cloudkill
Cone of Cold
Control Winds
Creation
Dominate Person
Hold Monster

Immolation
Seeming
Telekinesis
Teleportation Circle

6TH LEVEL

Arcane Gate
Chain Lightning
Circle of Death
Disintegrate
Globe of Invulnerability
Investiture of Flame
Investiture of Ice
Investiture of Stone
Investiture of Wind
Mass Suggestion
Sunbeam
True Seeing

7TH LEVEL

Delayed Fireball

Etherealness
Finger of Death
Fire Storm
Prismatic Spray
Teleport

8TH LEVEL

Abi-Dalzim's Horrid Wilting
Dominate Monster
Earthquake
Incendiary Cloud
Power Word Stun
Sunburst

9TH LEVEL

Gate
Meteor Swarm
Power Word Kill
Time Stop
Wish

CARD THROW

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a seedling)

Duration: Instantaneous

You conjure and then throw a magical card with a random effect. Make a ranged spell attack against the target. On a hit, a target is hit by a card of one of the following colors, which each have a unique effect and purpose. For each target, roll a d6 to determine which color card effects it.

1. Red: The target takes 1d6 + your spellcasting ability modifier fire damage.

2. Orange: The target takes 1d6 + your spellcasting ability modifier acid damage.

3. Yellow: The target takes 1d6 + your spellcasting ability modifier lightning damage.

4. Green: The target takes 1d6 + your spellcasting ability modifier poison damage.

5. Blue: The target takes 1d6 + your spellcasting ability modifier cold damage.

6. Violet: The target takes 1d6 psychic damage and must succeed on a Constitution saving throw or become blinded until the end of their next turn.

The spell creates more than one card when you reach higher levels: two cards at 5th level, three cards at 11th level, and four cards at 17th level. You can direct the cards at the same target or at different ones. Make a separate attack roll for each card.